PCSX

PCSX is a free console emulator which allows software and peripherals designed to be used with the Sony PlayStation to be used with personal computers. It is currently available for a number of different operating systems including Microsoft Windows, Mac OS X, Xbox, the Sega Dreamcast and various Linux distributions. Released under the GNU General Public License, PCSX is free software.

INFORMATION:
- Developed by: PCSX Team
- Latest release: 1.5 / May 12, 2003
- OS: Cross-platform
- Development status: Dead
- License: GNU General Public License
- Website: http://www.pcsx.net

SYSTEM REQUIREMENTS:
*** Processor: Pentium II 500 Mhz**
*** RAM: 256 MB RAM, recommended 512 MB RAM.**
*** Graphics card: 3D graphics card needed with support for OpenGL or DirectX.**
*** Operating system: Windows: 9x (95, or 98/98SE), NT (XP, 2000, Vista, etc) -- GNU/Linux (any distro will do)**
*** CD-ROM: 16x or faster**

HISTORY (from Wikipedia):
The emulator was first released for the PC on August 31, 2000. Official development ceased on September 17, 2003 and development shifted to the new Playstation 2 emulator, PCSX2.

PCSX-df was created in 2006 and adds new features, a cleaner interface and corrects some bugs.

HOW TO CONFIGURATE PCSX:

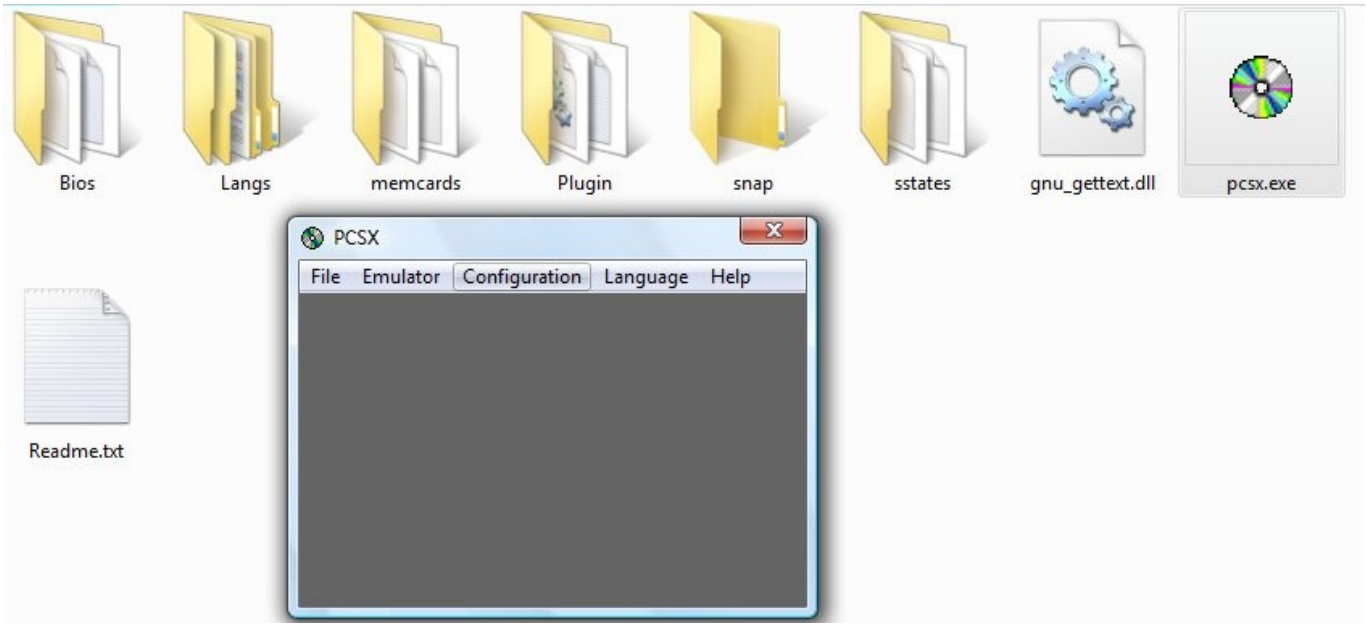
1 - Download pcsx from his website or from our downloads page.

2 - Extract pcsx to a folder of your hard drive.

3 - Put the bios in the bios folder of pcsx. Since bios are copyright material we don't provide the psx bios.

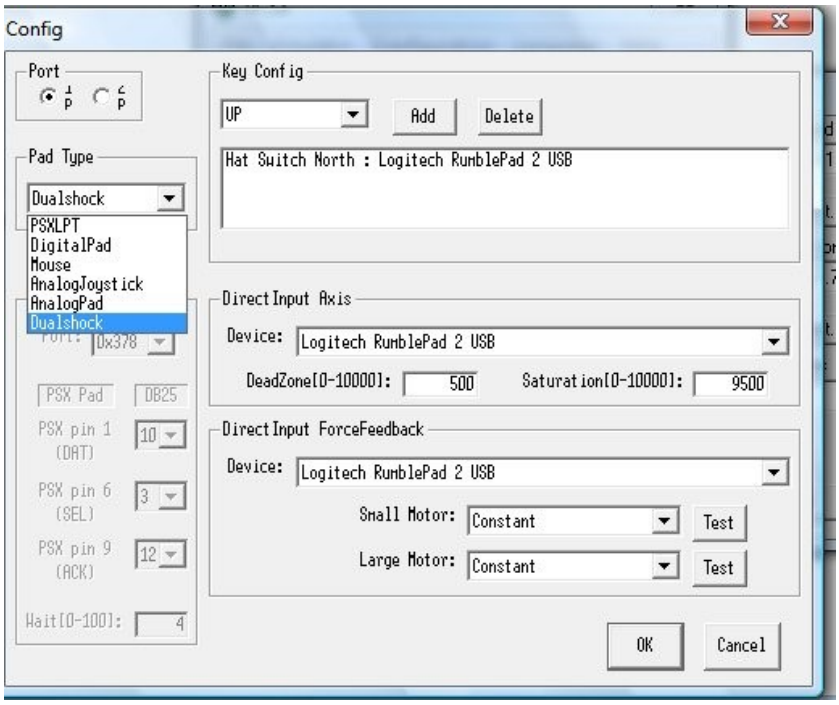
4 - Download the graphics plugins, cdrom plugins and audio plugins and extract them in the plugins folder of pcsx.

5 - Double click in pcsx.exe

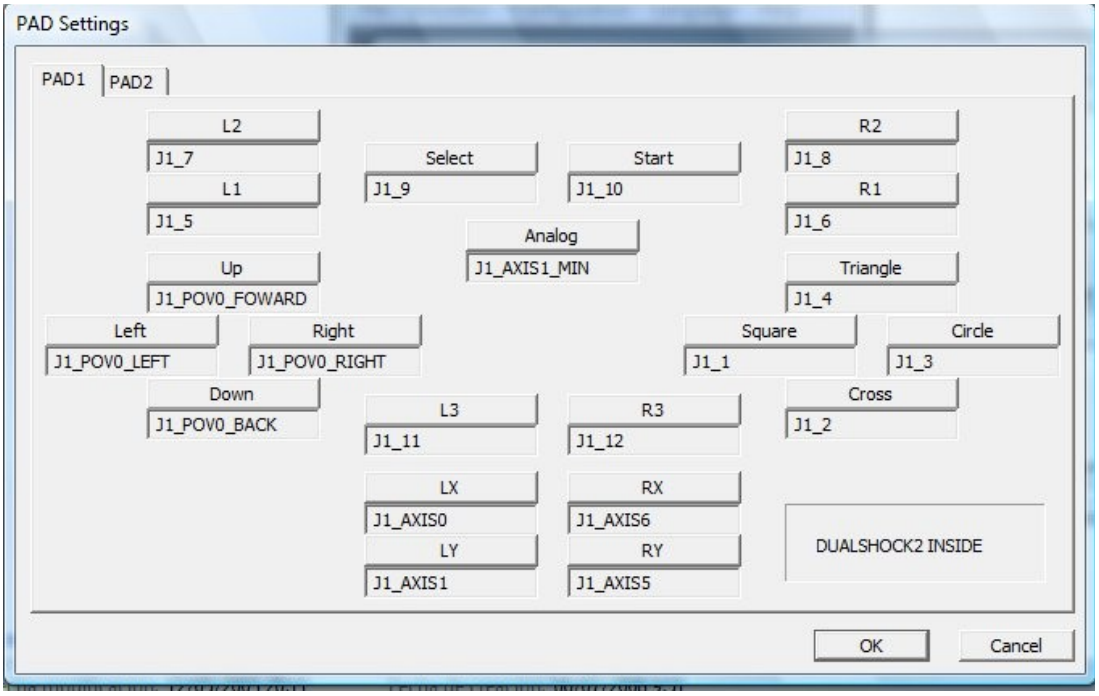


6 - CONFIGURATING PLUGINS & BIOS: First go to where it says "Configuration" & Select "plugins & Bios" click there.

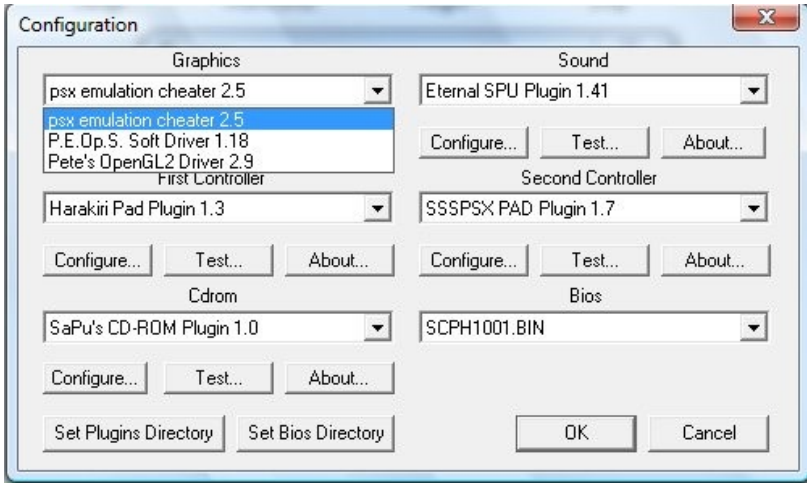
Now configure your pad to do that go to "First Controller" and select a pad plugin, this is the configuration of Harakiri Pad Plugin in Dual Shock mode (remember that there are some games that only will work in digital mode).



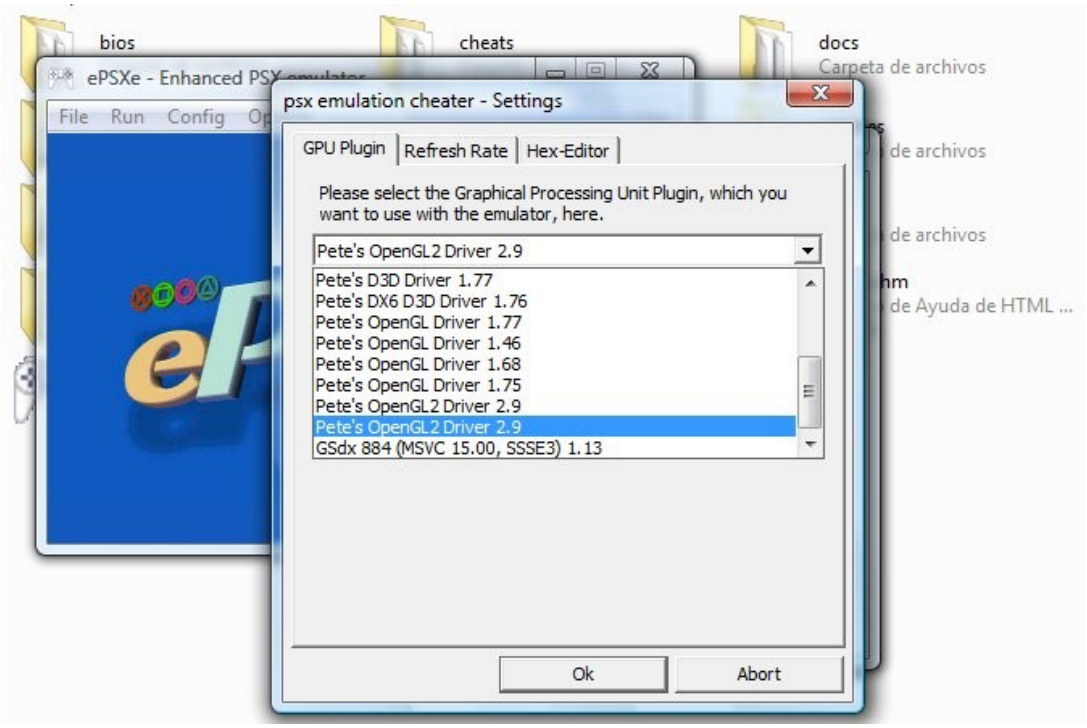
This emulator needs different pad plugins for each controller, so for Second Controller choose a different one from Harakiri for example SSSPsx pad plugin. This is his configuration.



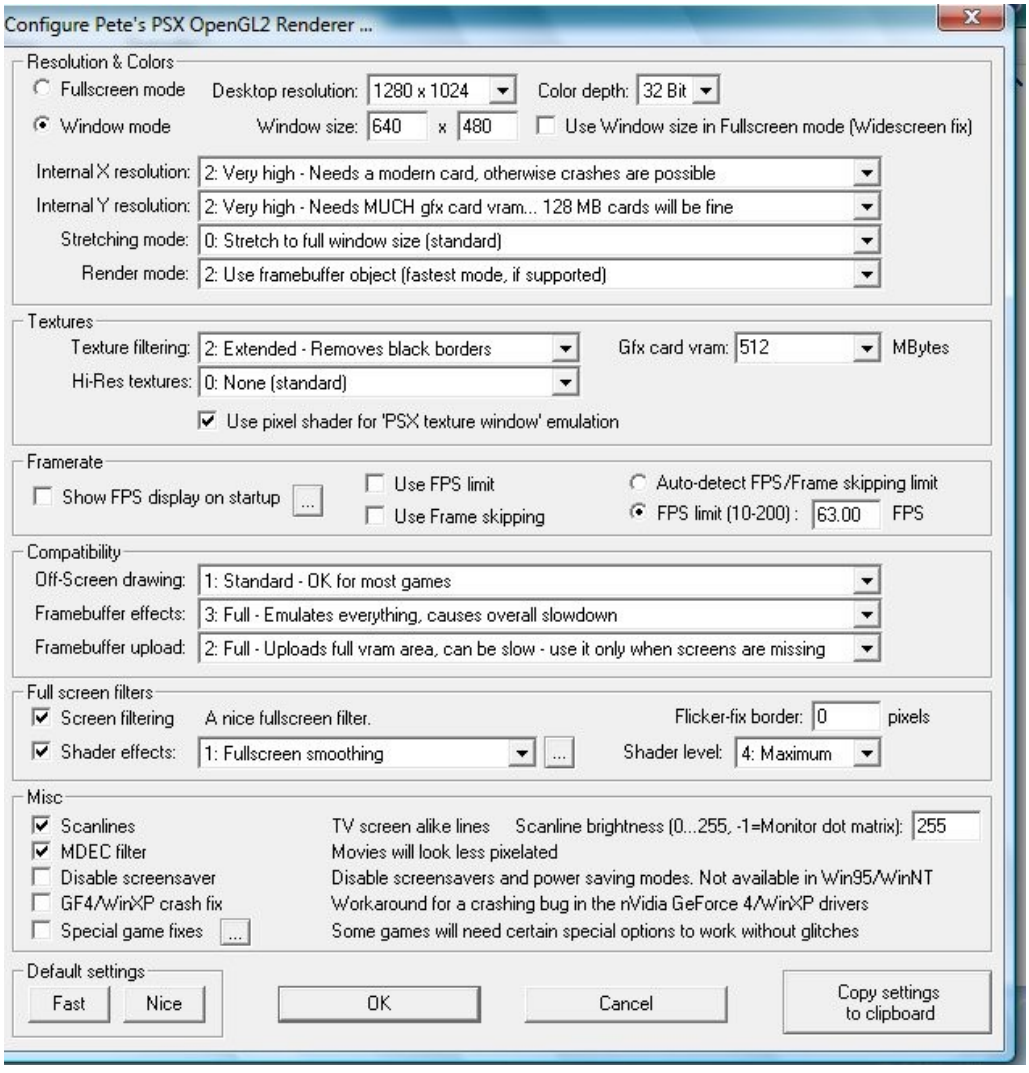
Now that you have configure the pad plugin is time for the video one, so go to "Graphics" and all the video plugins that you have in the plugins folder will appear like this.



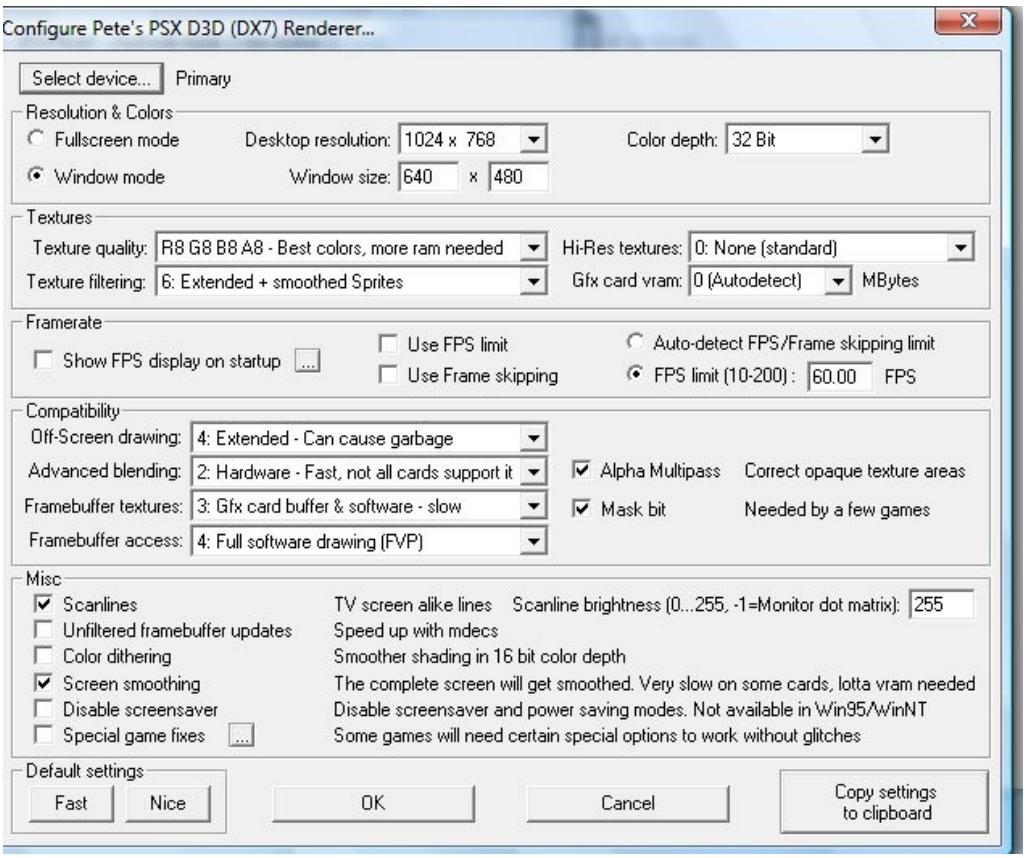
Select "psx emulation cheater 2.5", why? 'cause you can only use Pec with that plugin or not use and it will only use the normal plugin that you choose in Pec. This is how PEC plugin looks:



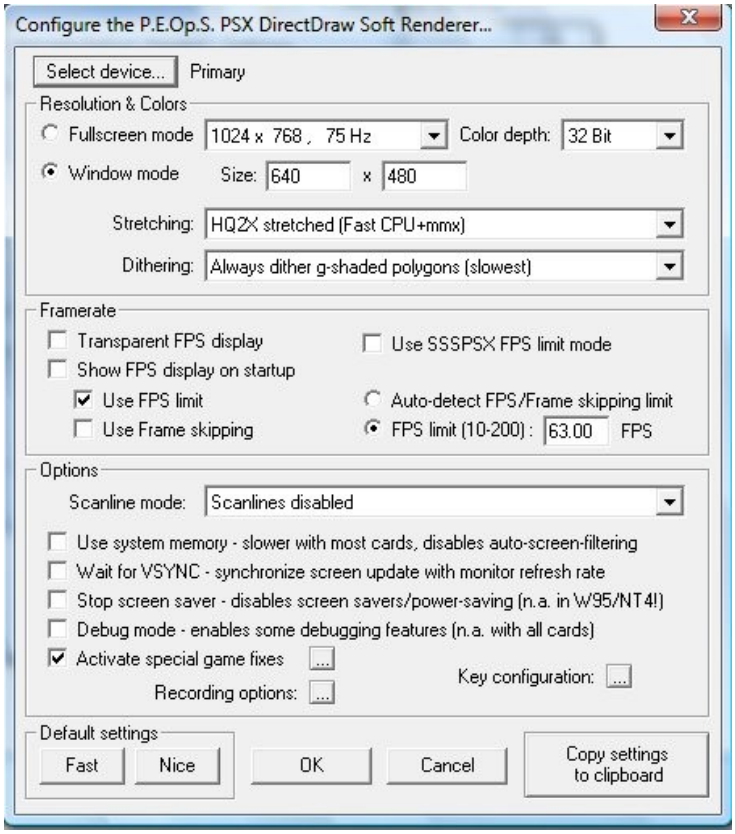
Notice that all the video plugins avaliable in the plugins folder appear there, so choose a plugin and configure it.
This is the best configuration for Pete's OpenGL2 Driver 2.9:


Configure Pete's PSX OpenGL2 Renderer ...
Resolution & Colors
Fullscreen mode
Desktop resolution: 1280 x 1024
Color depth: 32 Bit
Window mode
Window size: 640 x 480
Use Window size in Fullscreen mode (Widescreen fix)
Internal X resolution: 2: Very high - Needs a modern card, otherwise crashes are possible
Internal Y resolution: 2: Very high - Needs MUCH gfx card vram... 128 MB cards will be fine
Stretching mode: 0: Stretch to full window size (standard)
Render mode: 2: Use framebuffer object (fastest mode, if supported)
Textures
Texture filtering: 2: Extended - Removes black borders
Gfx card vram: 512 MBytes
Hi-Res textures: 0: None (standard)
Use pixel shader for 'PSX texture window' emulation
Framerate
Show FPS display on startup
Use FPS limit
Use Frame skipping
Auto-detect FPS/Frame skipping limit
FPS limit (10-200): 63.00 FPS
Compatibility
Off-Screen drawing: 1: Standard - OK for most games
Framebuffer effects: 3: Full - Emulates everything, causes overall slowdown
Framebuffer upload: 2: Full - Uploads full vram area, can be slow - use it only when screens are missing
Full screen filters
Screen filtering
A nice fullscreen filter.
Flicker-fix border: 0 pixels
Shader effects: 1: Fullscreen smoothing
Shader level: 4: Maximum
Misc
Scanlines
TV screen alike lines
Scanline brightness (0...255, -1=Monitor dot matrix): 255
MDEC filter
Movies will look less pixelated
Disable screensaver
Disable screensavers and power saving modes. Not available in Win95/WinNT
GF4/WinXP crash fix
Workaround for a crashing bug in the nVidia GeForce 4/WinXP drivers
Special game fixes
Some games will need certain special options to work without glitches
Default settings
Fast
Nice
OK
Cancel
Copy settings to clipboard

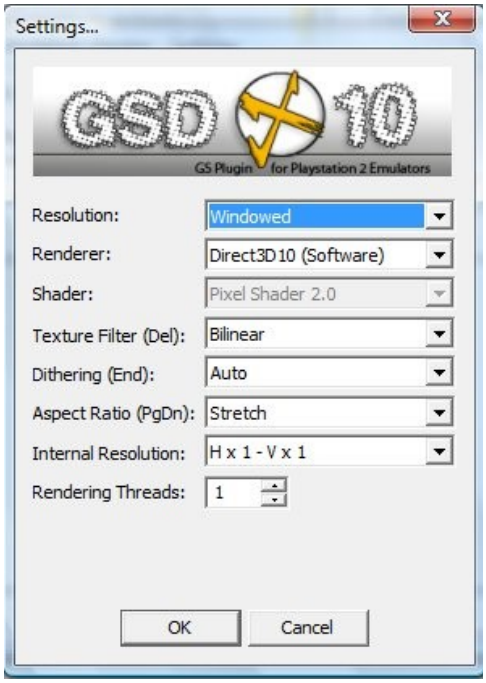
This is the best configuration for Pete's D3D Driver v.1.77


Configure Pete's PSX D3D (DX7) Renderer...
Select device... Primary
Resolution & Colors
Fullscreen mode
Desktop resolution: 1024 x 768
Color depth: 32 Bit
Window mode
Window size: 640 x 480
Textures
Texture quality: R8 G8 B8 A8 - Best colors, more ram needed
Hi-Res textures: 0: None (standard)
Texture filtering: 6: Extended + smoothed Sprites
Gfx card vram: 0 (Autodetect) MBytes
Framerate
Show FPS display on startup
Use FPS limit
Use Frame skipping
Auto-detect FPS/Frame skipping limit
FPS limit (10-200): 60.00 FPS
Compatibility
Off-Screen drawing: 4: Extended - Can cause garbage
Advanced blending: 2: Hardware - Fast, not all cards support it
Alpha Multipass Correct opaque texture areas
Framebuffer textures: 3: Gfx card buffer & software - slow
Mask bit Needed by a few games
Framebuffer access: 4: Full software drawing (FVP)
Misc
Scanlines TV screen alike lines Scanline brightness (0...255, -1=Monitor dot matrix): 255
Unfiltered framebuffer updates Speed up with mdecs
Color dithering Smoother shading in 16 bit color depth
Screen smoothing The complete screen will get smoothed. Very slow on some cards, lotta vram needed
Disable screensaver Disable screensaver and power saving modes. Not available in Win95/WinNT
Special game fixes Some games will need certain special options to work without glitches
Default settings
Fast
Nice
OK
Cancel
Copy settings to clipboard

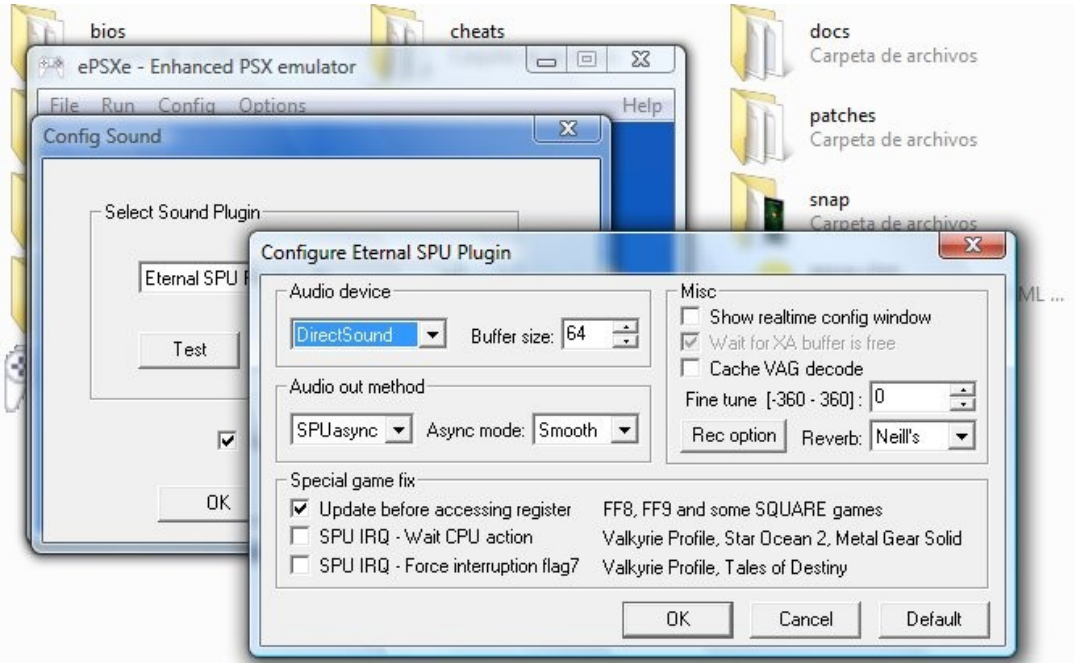
This is the best configuration for P.E.Op.S. SoftDriver 1.18


Configure the P.E.Op.S. PSX DirectDraw Soft Renderer...
Select device... Primary
Resolution & Colors
Fullscreen mode 1024 x 768 , 75 Hz
Color depth: 32 Bit
Window mode
Size: 640 x 480
Stretching: HQ2X stretched (Fast CPU+mmx)
Dithering: Always dither g-shaded polygons (slowest)
Framerate
Transparent FPS display
Use SSSPSX FPS limit mode
Show FPS display on startup
Use FPS limit
Use Frame skipping
Auto-detect FPS/Frame skipping limit
FPS limit (10-200): 63.00 FPS
Options
Scanline mode: Scanlines disabled
Use system memory - slower with most cards, disables auto-screen-filtering
Wait for VSYNC - synchronize screen update with monitor refresh rate
Stop screen saver - disables screen savers/power-saving (n.a. in W95/NT4!)
Debug mode - enables some debugging features (n.a. with all cards)
Activate special game fixes
Key configuration:
Recording options:
Default settings
Fast
Nice
OK
Cancel
Copy settings to clipboard

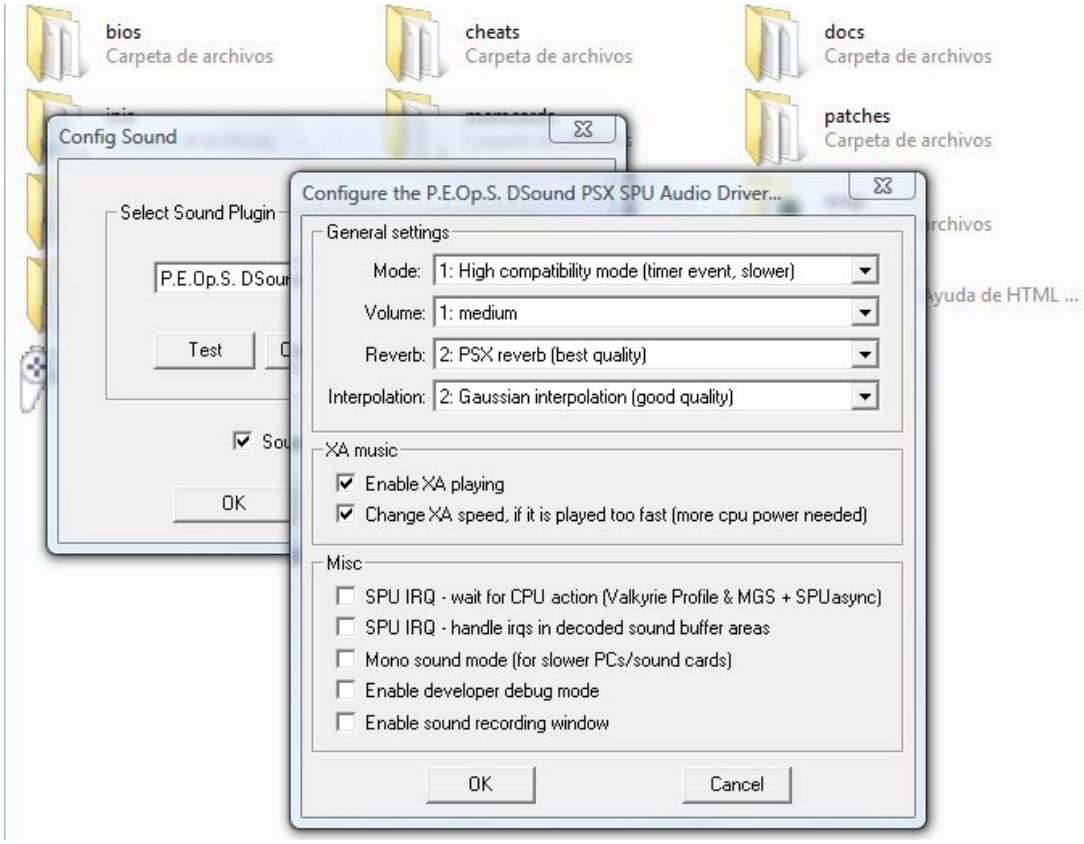
This is the best configuration for GSdx 884 (MSVC 15.00, SSSE3) v.1.13



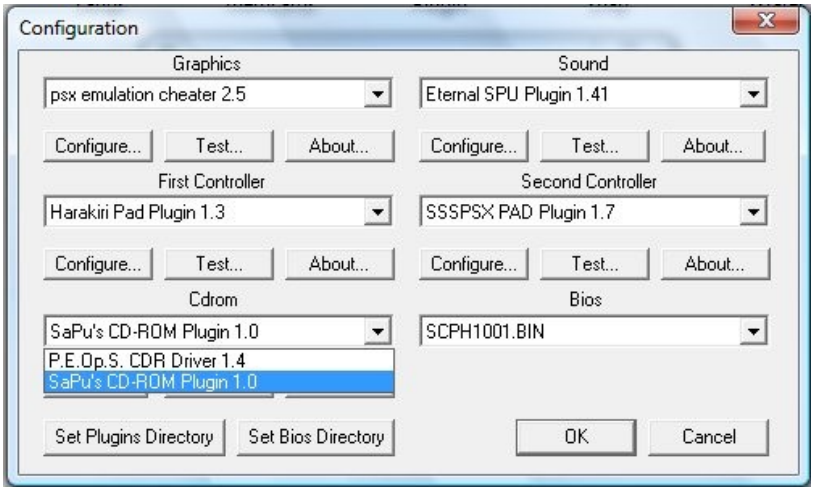
After configure the video plugin is time for the audio plugin, go to "Sound" and select an audio plugin:
Eternal SPU Plugin 1.41 or v.1.50 beta 1 or beta 2



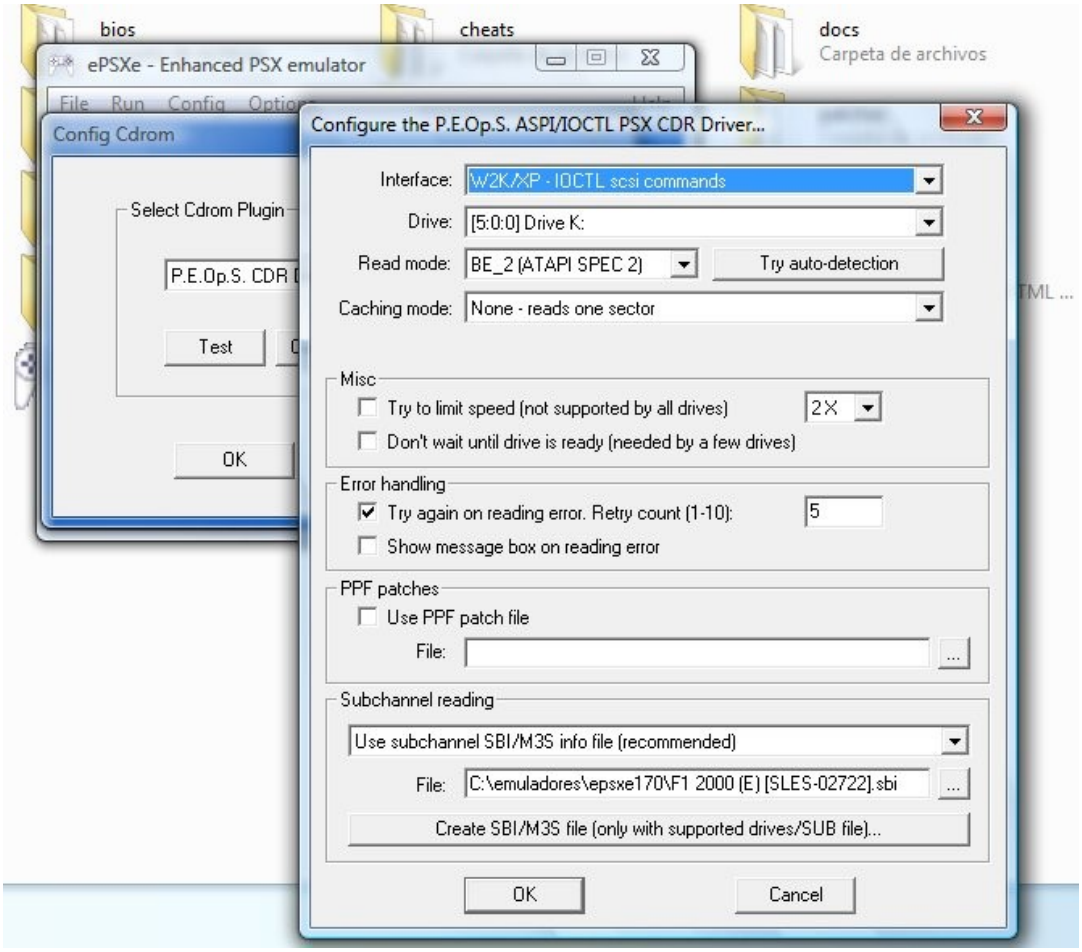
P.E.Op.S. DSound Audio Driver 1.9


bios
Carpeta de archivos
cheats
Carpeta de archivos
docs
Carpeta de archivos
patches
Carpeta de archivos
Config Sound
Select Sound Plugin
Test
OK
Configure the P.E.Op.S. DSound PSX SPU Audio Driver...
General settings
Mode: 1: High compatibility mode (timer event, slower)
Volume: 1: medium
Reverb: 2: PSX reverb (best quality)
Interpolation: 2: Gaussian interpolation (good quality)
XA music
Enable XA playing
Change XA speed, if it is played too fast (more cpu power needed)
Misc
SPU IRQ - wait for CPU action (Valkyrie Profile & MGS + SPUasync)
SPU IRQ - handle irqs in decoded sound buffer areas
Mono sound mode (for slower PCs/sound cards)
Enable developer debug mode
Enable sound recording window
OK
Cancel

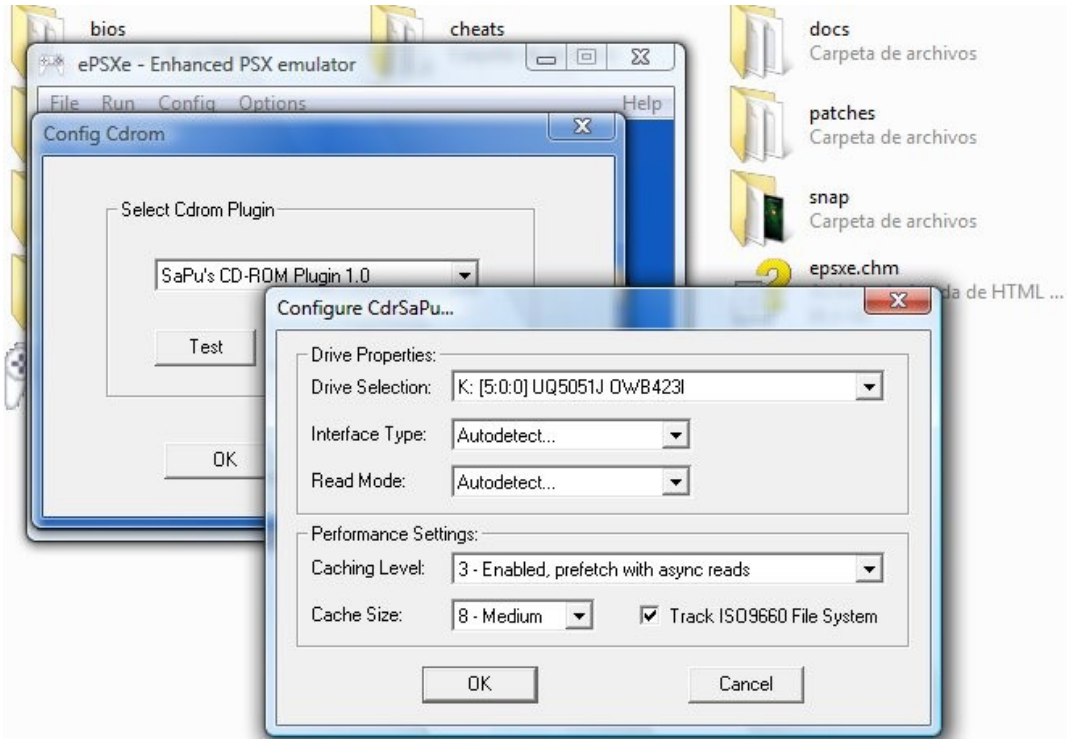
Time for select a cdrom plugin, go to "Config": CDrom and click there:



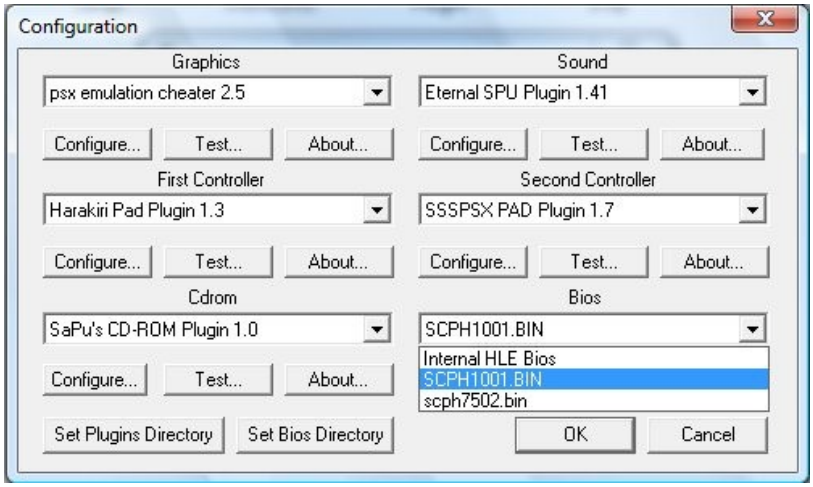
Choose one of these ones since are the best ones.
P.E.Op.S. CDR Driver v.1.4: The best one since it allows to load sbi file that will make that games that have protection will work on the emulator.



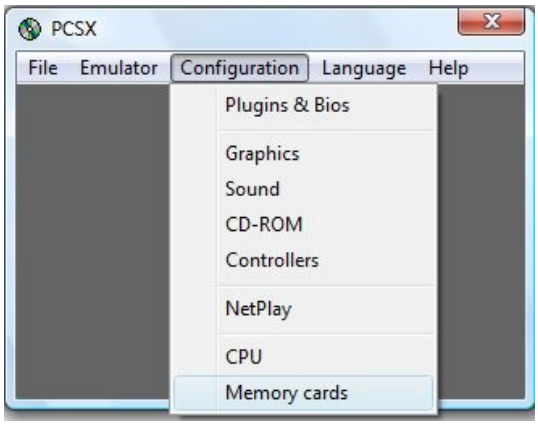
Sapu's CD-Rom plugin v.1.0

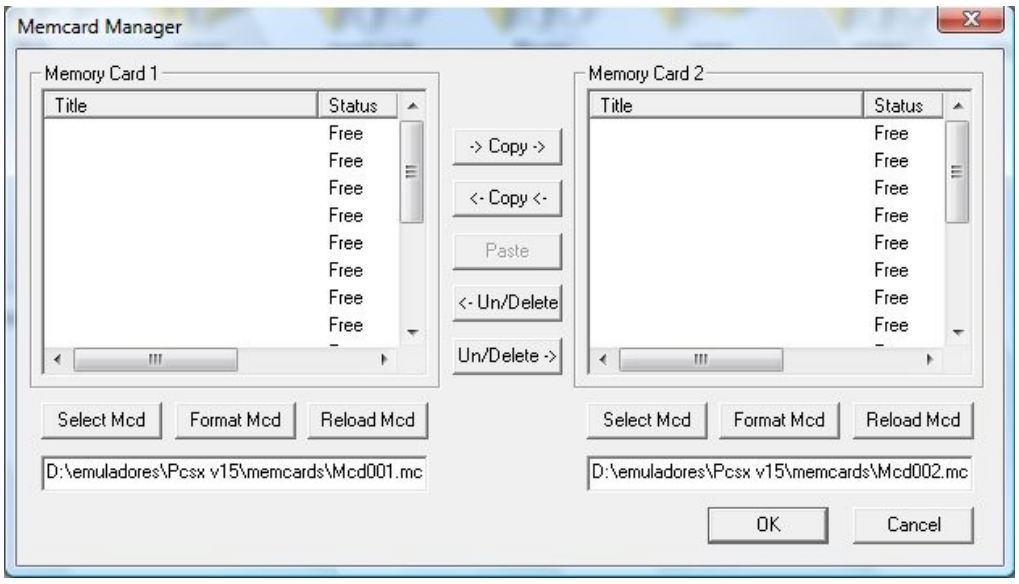


Now go to "Bios" and select one from the bios folder.

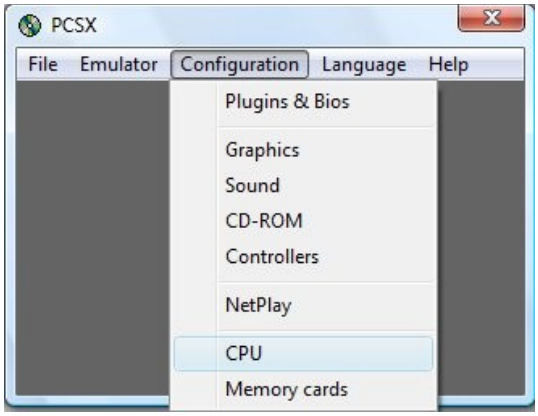


7 - Now go to "Configuration" and select "Memory cards", put one in each memory card from the ones that you got on the memcards folder of the emulator and that's all.

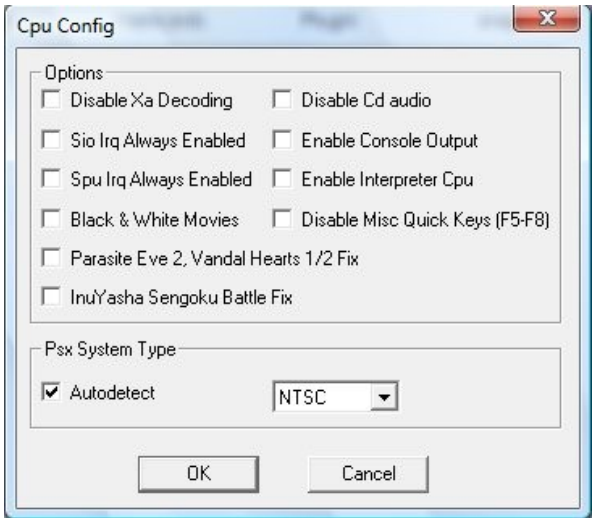




8 - Now go to "Configuration" and select "CPU"

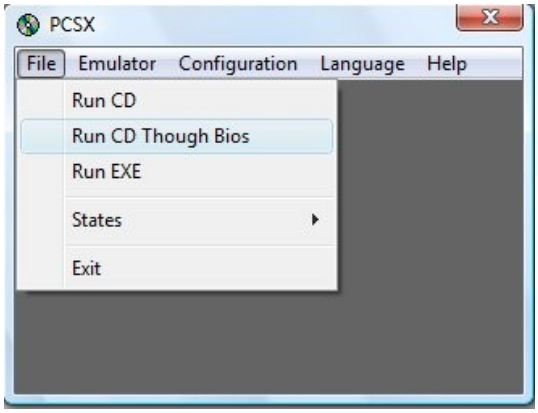


And be sure that is all like this



9 - Now exit the emulator so your configuration will be saved.

10 - Playing a game: Insert a cdrom in your cdrom drive, open pcsx.exe and go to "File": "Run CD" or "Run CD through BIOS" and that's all.



If you want to run an iso you will have to mount it on a virtual drive and select the virtual drive as your cdrom drive in the cdrom plugin of the emulator.

11 - Using savestates: If you want to make a savestate in pcsx just press F1 during the game and to load one just select one of them browsing with F2 and press F3 to load the one that you want.

12 - If you want to make a screenshot in pcsx just press F8.